

SEE IN THE NEW YEAR WITH..

# SONIC

## THE COMIC

COME  
ON IN  
ALL NEW  
STORIES!

CRAWL  
BADNIK  
PIN-UP!

PLUS  
FIGHTING  
VIPERS &  
BUGS BUNNY  
REVIEWS!

UK's OFFICIAL  
**SEGA**  
COMIC  
STARRING  
SONIC THE  
HEDGEHOG



£1.20 • No 94  
6 JANUARY 1997

e  
**STC3**  
Archives

FORTNIGHTLY

# CONTROL ZONE

Hey, Boomers,

Can you move? Are you lying around like a big barrage balloon from endless chomping through your umpteenth Christmas stocking! Well, the time has come to put down that turkey sandwich and pick on this, the last power-packed issue for 1996 which features all new, faberoonie Sonic, Knuckles, Decap Attack and Sonic's World stories...

I'm in a state of shock as I write this as the humes-who-think-they're-in-charge gave me a copy of the game no Mega Drive owner should be without, *Sonic 3-D*, so I'll just leave you with this thought - a whole new year of *STC*'s await you!

HERE'S TO CIRCUIT SHATTERING CELEBRATIONS!

*Megadroid*

## THE COST OF STC

There's some not-so-good news and some great news concerning the next issue of *STC*! The not-so-good news is that the price is going up by just 5p from *STC* 95. Perhaps it's to keep Sonic in power sneakers, but one thing's for sure, even at £1.25 *STC* will still be providing you with the very best in comic entertainment each fortnight!

The great news is there's a fantastic Sonic Spinner cover gift (see right) - and that's just for starters as there's more fantastic gifts to follow (*STC* 96 comes with an exclusive Sonic badge). Plus, there's more mega surprises to

follow, so stick with *STC* and next issue you'll be able to perform spin attacks worthy of Sonic himself!



★ EDITOR: Deborah Tate  
★ FEATURES EDITOR: Audrey Wong  
★ DESIGNER: Gary Knight  
★ COVER ART: Richard Elton  
★ PRODUCTION: Sarah Collyer  
★ CONSULTANT: Richard Batten

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SEGA

COMPILED BY  
STEVE HARRIS  
ChartTrack  
© ELSA

↑ up/down RE/NEW entry ● non mover

## MEGA DRIVE

- 1 NEW PREMIER MANAGER '97
- 2 ↑ TOY STORY
- 3 NEW SONIC 3D
- 4 ↓ DESERT STRIKE
- 5 ↓ ROAD RASH 2
- 6 ● SONIC AND KNUCKLES
- 7 ↓ LOTUS TURBO CHALLENGE
- 8 ↓ WORMS
- 9 ↓ DYNAMITE HEADDY
- 10 ● TAZ-MANIA: ESCAPE FROM MARS

## SATURN

- 1 NEW DAYTONA USA CHAMP EDITION
- 2 NEW TOMB RAIDER
- 3 NEW WORLDWIDE SOCCER '97
- 4 NEW FIGHTING VIPERS
- 5 RE LOADED
- 6 ↓ NIGHTS
- 7 ↓ ATHLETE KINGS
- 8 ↓ ALIEN TRILOGY
- 9 ↓ DESTRUCTION DERBY
- 10 ↓ SEGA RALLY

## MEGA-CD

- 1 RE ECCO THE DOLPHIN
- 2 ↑ THUNDERHAWK
- 3 ↓ TOMCAT ALLEY
- 4 ↑ SILPHEED
- 5 RE HOOK
- 6 RE ETERNAL CHAMPIONS
- 7 ↓ ROAD AVENGER
- 8 ↓ SONIC CD
- 9 RE CHUCK ROCK 2
- 10 RE WOLFCHILD

## GAME GEAR

- 1 ↑ DYNAMITE HEADDY
- 2 RE MICRO MACHINES
- 3 ↑ COLUMNS
- 4 ↓ MICRO MACHINES 2
- 5 ↓ SONIC THE HEDGEHOG
- 6 ↑ SONIC: TRIPLE TROUBLE
- 7 RE FANTASTIC ADVENTURES OF DIZZY
- 8 ↓ ECCO 2: THE TIDES OF TIME
- 9 RE COSMIC SPACEHEAD
- 10 NEW MAN OVERBOARD

# SONIC

THE HEDGEHOG

## Eve of Destruction

COMPLETE STORY

Script: LEW STRINGER Arts: RICHARD ELSON Lettering: TOM FRANKS

A MONSTER RAMPAGES THROUGH NEW TEK CITY... AND EVEN THE COMBINED FORCES OF SONIC AND THE CHAOTIX CREW SEEM UNABLE TO DEFEAT IT!

THIS DUDE IS GETTING STRONGER! THIS IS BAD NEWS!

BULK SMASH!

UNWK! TOO RIGHT, MIGHTY! I'M MISSING A COOL NEW YEAR PARTY FIGHTING THIS CREEP!

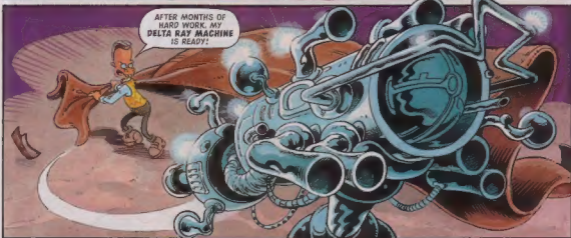
...BUT WHERE DID THIS CREATURE COME FROM? LET'S GO BACK A FEW HOURS TO A PARTY ON NEW YEAR'S EVE AND MEET BORING SCIENTIST, DOCTOR BOB BOBBLE...

...AND IN THE FORTHCOMING YEAR, I PLAN TO INTENSIFY MY RESEARCH INTO DELTA WAVE ENERGY, TO FORMULATE A THESIS THAT ONE DAY MAY BE ABLE TO...

YAWN! SORRY, DOCTOR BOBBLE, BUT IT'S NEARLY MIDNIGHT AND I HAVEN'T HAD A DANCE YET!

THE MARCH OF SCIENCE HAS NO TIME FOR SUCH FRIVOLITIES, YOUNG LADY!

GIVE IT A REST, DOC! IT'S A PARTY!



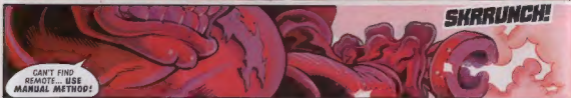


GOT...GOT TO FIND THE  
REMOTE CONTROL TO  
TURN THE MACHINE OFF!  
I'M ABSORBING TOO MUCH  
DELTA RADIATION!



GROWING BIGGER... BIGGER!  
TOO BIG FOR MY TANK TOP  
TO CONTAIN ME!

**RRRIP!**



**SKRRUNCH!**

CAN'T FIND  
REMOTE... USE  
MANUAL METHOD!



RAYS STOPPED...  
BUT WHAT HAVE I  
BECOME?

**ARRRGHH!**

MEANWHILE, ON THE STREET...

MAYBE WE SHOULDN'T BE IN PUBLIC LIKE THIS! WE'RE STILL WANTED BY THE POLICE, REMEMBER!

YEAH, FOR A CRIME WE DIDN'T COMMIT!

RELAX, DUDES! WE WON'T BE SPOTTED IN THIS CROWD!

YIPITY-YAPITY-DEE! IT'S ALMOST TIME TO RING-A-DING IN THE NEW YEAR!

SOMETHING TELLS ME THAT MOMENT MIGHT BE DELAYED! LOOK!

I RIP BELL FROM TOWER WITH MY NEW STRENGTH! I STOP YOUR FUN!

HE'S HURLING THAT BELL TOWARDS THE CROWD!

TELL ME SOMETHING I DON'T ALREADY KNOW, VECTOR!

GOTTA CAUSE AN UPDRAFT WITH MY SPEED... TO CUSHION THE FALL OF THE BELL!





KEEP THE BULK BUSY, SONIC! I'M GONNA SEE IF THERE'S ANYTHING TO STOP THIS MONSTER IN BOBBLE'S LABORATORY!

GEE, I'M GLAD YOU PASSED UP THE EASY JOB!



BOY OH BOY! HE DIDN'T EVEN FLINCH AT YOUR SUPER SPIN ATTACK, SONIC! HE DIDN'T FEEL A THING! WOO!

OKAY, OKAY, CHARMY!

KDDING!



BULK GROWING... TOO BULKY! GETTING... HARD TO... MOVE!

ZIPPITY-ZEE! MAYBE YOU DID HURT HIM AFTER ALL, SONIC!

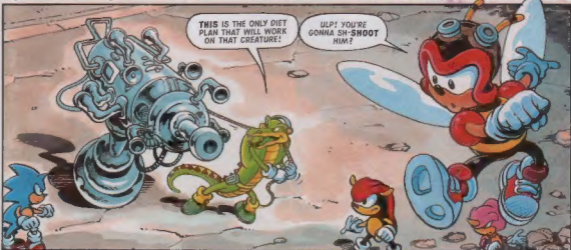
I DON'T THINK I CAN TAKE THE CREDIT FOR THIS, SOMEHOW!



WHATEVER CHANGED THIS DUDE INTO A MONSTER IS STILL WORKING! THE BULK IS BECOMING TOO HEAVY TO SUPPORT HIS WEIGHT!

BLOBBY-BOO! SHOULD WE SUGGEST A DIET PLAN?

CAN'T... MOVE....



THIS IS THE ONLY DIET PLAN THAT WILL WORK ON THAT CREATURE!

UHP! YOU'RE GONNA SH-SHOOT HIM?

I'VE REPAIRED THE MACHINE THAT CAUSED HIS TRANSFORMATION! REVERSING THE POLARITY OF THE DELTA RAYS SHOULD CHANGE THE BULK BACK INTO BOB BOBBLE!

PAZZAZ!

UUGH!

I... I'M BOB AGAIN! EVEN MY HIGH INTELLIGENCE HAS RETURNED... I CAN FEEL MY BRAIN CELLS REPLACING BRUTE FORCE WITH SCIENTIFIC KNOWLEDGE!

COOL! I'LL JUST MAKE SURE YOU CAN'T USE THIS AGAIN!

SMASH!

MY MACHINE! YEARS OF HARD WORK... DESTROYED IN A SECOND!

MAYBE YOU SHOULD USE YOUR KNOWLEDGE TO HELP OTHERS, INSTEAD OF TRYING TO BE SOMETHING YOU'RE NOT, BOZO!

YES... I WILL MAKE A NEW YEAR'S RESOLUTION TO BENEFIT THE POPULATION OF THIS NEEDY WORLD WITH MY GENIUS! I WILL...

HEY...

...WHILE YOU'RE AT IT, MAKE A RESOLUTION TO LIGHTEN UP! YOU'RE SENDING ME TO SLEEP AND I WANNA PARTY!

SIGH.

HAPPY NEW YEAR, BOOMERS!

THE END.

NEXT ISSUE: THE BIG FIGHT!

# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM  
UNDER 40 - YAWNSVILLE

40-70 - NORMALSVILLE  
70-89 - FUN CITY

80-90 - BIG BROT CITY  
OVER 90 - MEGA CITY

## FIGHTING VIPERS

Reviewed by Chris Jones.

SATURN

SATURN

GAME TYPE: 3-D BEAT 'EM-UP  
PLAYERS: 1-2

PUBLISHER: SEGA  
PRICE: £49.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL



The latest in arcade hits, **Fighting Vipers** has now burst on to the Saturn, a 3D beat 'em-up with street-cool fighters who are as hard as their armour. There are nine Fighting Vipers who all fight fast, full on, and in a frenzy for action-packed combat. 'Picky' is a cool skateboard fighter who uses his board as a weapon rather than

transport, while 'Bahn' is a vigilante gang leader whose fighting style is not at all honourable. All the other fighters have their own particular style of warfare but this game has two features that distinguish it from the *Virtua Fighter* series.

Firstly, all the characters have two sets of armour for both upper and lower body areas. This protects them until they lose it and then they are vulnerable. The armour can be broken off by 'Armour Breaker Moves' and then it flies off in a shower of sparks with a rapid reply from three dramatic angles. The other main feature that makes this game original are the walls. Each arena is enclosed by walls that are a crucial part of the gameplay. Use the walls to box opponents in, perform special moves off them

and even scale them and descend on your enemy. These two features make for exciting and furious gameplay.

Great animation ensures the fighting is quick and the great scenery means that battles are fought out in stunning arenas. The sound effects reflect the tornado-like fighting and with its extra features the game will keep you interested. These options include a training mode to practice in, which has a moves list and instructions on how to perform them. There is even a playback mode that allows you to save on to memory a resounding victory over a friend. These **Fighting Vipers** are awesome!



### FINAL COUNTDOWN

#### RAVES

It's all great!



GRAPHICS 90

SOUND 85

#### GRAVES

Lower resolution characters than VF2 but still great.



PLAYABILITY 95

OVERALL 95

# BUGS BUNNY IN DOUBLE TROUBLE

Reviewed by Chris Jones.



GAME TYPE: PLATFORM  
PLAYERS: 1

PUBLISHER: WARNER BROTHERS  
PRICE: £39.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL



To some folk Bugs Bunny is one of the coolest cartoon characters around. With his catch-phrase: "What's up Doc", he always outwits his enemies and gets away with his mischievous behaviour. In **Double Trouble**, a new platform game for the Mega Drive, 'Bugs' once again finds himself in a pickle and it's up to you to make sure things work out for this sharp rabbit.

The plot in this game involves a sleeping Bugs being attacked in dreamland by a mad scientist. This scientist wants Bugs Bunny's brain for his new robot, but our carrot crunching hero escapes, and using the scientist's television, travels through dreamland. Bugs encounters his Looney Tune pals who are helping the



mad scientist (remember Daffy Duck, Elmer Fudd Yosemite Sam and Marvin the Martian?).



At the start of the game Bugs gets a choice to set off on his adventure via two different routes. He

can opt for a jungle world full of rope ladders where Daffy Duck must be teased into following him, or he can start in a bull-ring where Bugs must gain access to a secret underground world.

This platform game is a very average offering. The graphics and gameplay are nothing special and the sound is annoying. The characters are good but no real thought has gone into how to use them in an original way. **Bugs Bunny** would not be amused.



## FINAL COUNTDOWN

### RAVES

Fun for  
Looney  
Tunes fans.



### GRAPHICS

10

### SOUND

10

### GRAVES

Dull  
platform  
game.



### PLAYABILITY

70



IN THE METROPOLIS ZONE ONE OF THE LAST REMAINING PIECES OF PARK LAND IS UNDER THREAT

SAVE OUR TREES!

HANDS OFF ROBOTNIK!

SAVE OUR TREES!

HANDS OFF ROBOTNIK!

SAVE OUR TREES!

SAVE OUR TREES!

HANDS OFF ROBOTNIK!

AH... I CAN SEE A TINY WINGED CREATURE... IT'S HEADING THIS WAY... YES, YES IT'S A BUTTERFLY OR.

SAVE OUR TREES!

WHY OH LOOKS LIKE PYRAMUS IS HAVING ONE OF HER VISIONS!

A TINY WINGED CREATURE.

DO YOU THINK SHE MEANS HIM EBONY?

**KNUCKLES**  
**ROOTS**

Scripted BY: MIKE KITCHEN

Star: MIKE WOODS

Music: JEFFREY



A BUTTERFLY?  
PYJAMA'S  
PREDICTIONS AREN'T  
GETTING ANY MORE  
RELIABLE!

WHAT?  
THERE'S SOME  
KIND OF  
PROTEST GOING  
ON



UH OH, \*  
...LOOKS LIKE DOCTOR  
ROBOTNIK IS GOING TO  
COME DOWN HARD ON  
THESE PROTESTERS.  
HIS GBSA JOKERS  
PLAY FOR  
KEEPS!



THIS IS  
A PEACEFUL  
PROTEST, SONNY  
WE DON'T WANT  
TROUBLE!



IT'S NO  
GOOD TRYING TO  
REASON WITH A  
BADNIK, THERE'S  
ONLY ONE THING  
THEY UNDER-  
STAND



AND  
THIS IS  
IT

WHROOM!



THAT'S  
KNUCKLES!  
I'VE READ ABOUT  
HIM

WE CAN'T  
TAKE ON ALL  
THESE BADNIKS  
ALONE

BESIDES,  
I WANT SOME  
FUN TOO!



I WILL  
TAKE MORE THAN  
PARTY TRICKS TO  
STOP THE SOB  
-ZEN




SO, YOU'RE  
UNIMPRESSED BY  
"PARTY TRICKS"? YOU  
OBVIOUSLY HAVEN'T  
SEEN TO ANY OF MY  
PARTS

THAT  
WAS AMAZING!  
HOW DID YOU DO  
THAT?

MAGIC!  
ANYONE CAN  
LEARN. ALL IT TOOK  
ME WAS FIFTEEN  
YEARS OF TOTAL  
DEDICATION AND  
PERSONAL  
SACRIFICE!





YOU'RE IN  
SERIOUS DANGER!  
ROBOTNIK WILL JUST SEND  
MORE BADNICKS, AND NEXT  
TIME THEY'LL GET REALLY  
NASTY!

DO  
YOURSELVES A  
FAVOUR AND GO  
BACK TO YOUR  
HOMES!

NO WAY!

ROBOTNIK  
WANTS TO BUILD OVER  
THIS PARK, BUT WE'RE  
GOING TO STOP THE  
CREEP!

WE'VE  
GOT TO SAVE  
THE TREES,  
MAN



ALLOW ME  
TO ANSWER THAT  
QUESTION



THE  
TREES. BUT  
WHAT'S SO SPECIAL  
ABOUT  
THEM?

NEXT ISSUE: TALK TO THE TREES!

# Decap ATTACK

SCRIPT  
NIGEL KITCHING  
& RICHARD RAYNE

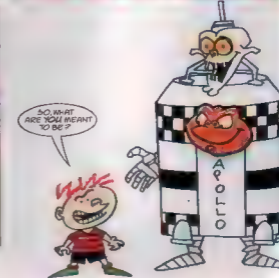
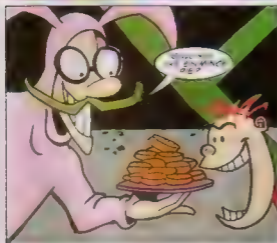
ART  
NIGEL KITCHING

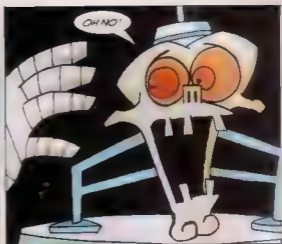
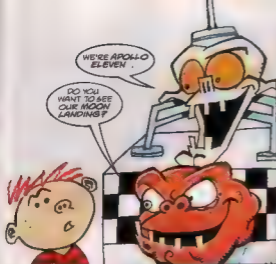
LETTERING  
BLUE DEVILLE

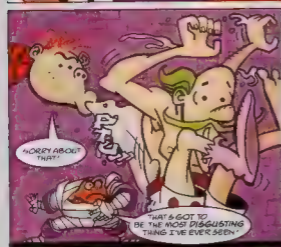
COMPLETE  
STORY

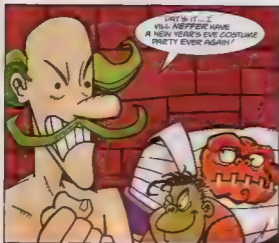
THE HUNGRY GUEST













## Q ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

**BOOMER ALERT**

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.



# SONIC THE HEDGEHOG 3 Revisited



THE BOSSES (CONTD.)

## THE BOSSES (CONTD.)

### MARBLE GARDEN ZONE

#### ACT 1

#### TUNNELBOT

- Dash Attack through the wall to your right and you'll find yourself in a chamber with nasty Tunnelbot Badniks to the upper right
- Lumps of rock will fall from above. Avoid the dagger shaped rock and the Tunnelbot that zips down
- Take it out by carefully ramming the Badnik as it descends from above
- The end-of-act marker drops in from above, so rack up those points and try to get a bonus TV.

#### ACT 2

#### DOCTOR ROBOTNIK'S JET DRILL POD

- Quickly get Sonic to the far left corner and wait

for Robotnik to appear from above in his evil new machine.

- As soon as he's within range, leap up and ram him (it's possible to get in three solid hits).
- Robotnik's machine will then drop to the ground - so ram that too! It should then fall from under you.
- Never fear, Tails is here! Tails will grab Sonic and carry him into the sky. Move him across to the middle upper part of the screen and leap off hard at Robotnik. Bounce off him hard to avoid the pod's jet engines.
- Carefully position Tails so that Sonic can jump off on to Robotnik and bounce off him as he enters the screen.
- You can get in more than one hit if your timing is good and you bounce off him hard enough.
- After eight hits, the Jet Drill explodes. Your furry friends' prison ship floats in from above, enabling Tails to ram it and release him.

### CARNIVAL NIGHT ZONE

#### ACT 1

#### SELF D-STRUCT MACHINE

This dude is quite tough to beat if you don't keep your wits about you. All you have to do is get it to destroy itself!

- As the D-Struct Machine drops in from above, stand to the left of it.

- As the blade separates from the body and flies up, try to keep as close as possible to the main body. The only way to beat it is to get the blade to ram the main body when it is open and extended.
- After four hits, it explodes and you drop down to the next act!
- At the bottom, you can leap up and bounce on the end-of-act marker to rack up your score!

## ACT 2

### DOCTOR ROBOTNIK'S ENERGY SHIP

- Robotnik will enter from the upper right in his ship.
- He will drop a ball from his ship, which you have to avoid. Robotnik will position his ship over it, creating an energy charge which sucks Sonic in!
- Push hard in the opposite direction and jump to avoid being pulled in. The suction will stop and Robotnik will descend to pick up the ball. Here's your chance...
- Quickly leap up and ram his ship. When he has collected the ball, you can still ram him, watch out as he'll drop the ball again soon after.
- When the ball has stopped moving, you can ram him again quickly, then move away to avoid the energy vortex.
- Repeat the above moves until you have hit him eight times. His ship will explode and go off to the right. You can follow him and release Sonic's friends again.

## ICE BALL CODE

### ACT 1

### ICEBALL

This frigid droid sucks up ice balls which it uses to encircle itself with.

- Keep Sonic over to the right of the screen and wait for the Badnik to appear. Go to the upper left corner and then back to the right, above him. When the ice balls fly up, ram the Badnik as quickly as possible. The ice balls will drop from above - so avoid them!
- Keep to the far right and the process will be repeated again, with the ice balls being drawn in

from under Sonic to circle the droid. The Badnik will move to the upper left corner. Pause, then dash across to the left underneath until the ice balls have gone - then ram it!

- After five hits, Iceball will explode and you can hit the end-of-act marker for those crucial extra points.

## ACT 2

### DOCTOR ROBOTNIK'S FREEZE-O-MATIC

- Robotnik will drop in from the upper right in his latest contraption.
- Move Sonic left and wait for Robotnik to start moving towards you. As he approaches, an ice spray will blast out from underneath and left of his machine.
- Leap on to the platform under his ship and ram him quickly, then leap off it.
- Wait for Robotnik to fire off an icy spray straight down from under his ship, then leap on to the platform and ram him again. If Sonic gets caught in the spray, he'll be frozen into an ice block and lose his rings.
- If you keep calm and choose your moment carefully, you can take Robotnik out quite easily.
- Wait for the moment he fires a spray from directly under his ship and you will have an excellent chance of getting in a quick hit against him.
- Once the Freeze-O-Matic explodes, head right and hit the button to release Sonic's pals from captivity.



Next issue: Concluding battle with the Final Boss!

# SONIC'S WORLD

## THE MONSTER WAKES

NEW YEAR'S DAY ON  
PLANET MOBIUS!  
WITHIN THE SECRET  
UNDERGROUND  
LABORATORY OF  
TECHNICAL GENIUS,  
TEKNO THE CANARY  
OUR HEROES GATHER

HAPPY NEW YEAR,  
SHORTFUSE.  
MAMWAAA!

AHEM! THANK YOU, TEKNO.  
IT WOULD TRULY BE A HAPPY  
NEW YEAR IF WE WERE TO  
TRIUMPH OVER ROBOTNIK!

FORGET ABOUT ROBOTNIK  
FOR ONCE, SHORTFUSE! IT'S  
A DAY OF CELEBRATION!

YOU DON'T UNDERSTAND... OHNNY! IT WAS ROBOTNIK WHO TURNED ME FROM  
AN ORDINARY SQUIRREL INTO A CYBERNIK! HOW CAN I FORGET THAT?

I DIDN'T  
MEAN

COOL IT, GUYS!  
TEKNO'S GOT A  
SUGGESTION  
TO MAKE!

LISTEN GANG! MAYBE YOU COULD BE  
MORE EFFECTIVE AGAINST ROBOTNIK  
IF YOU USED MY LABORATORY AS  
YOUR OWN SECRET BASE!

COOL! IT'S BETTER  
THAN BEING ON THE  
RUN ALL THE TIME!

HAMMA NOT A  
BAD IDEA BUT IT'S A  
BIT SMALL FOR FIVE  
OF US!



WE COULD BURROW  
THROUGH THE WALLS TO  
MAKE MORE ROOM!

TRUST A RABBIT  
TO SUGGEST  
THAT!

DEEP!  
DEEP!  
DEEP!

THE ALARM! SOMEONE'S  
ON THE SURFACE OUTSIDE  
THE SECRET ENTRANCE!



PANIC OVER!  
IT'S OUR OLD  
BUDDY  
KNUCKLES!

IS A BANGLED RABBIT IN THE  
HILL SOUNDS LIKE ONE?

SURPRISE!  
KNUCKLES, WHAT  
BRINGS YOU HERE?

WHA?  
MY PTERODACTYL WAS  
HUNGRY FOR A MUNCH  
ON SOME MUCH NEEDED  
GRASS! HOW LONG HAVE  
YOU BEEN LYING BACK IN  
THE EMERALD HILL ZONE?

WELL, WE HAD HOPED TO LIVE  
UNDER GROUND ACTUALLY,  
AND YOU COULD BE JUST THE  
PERSON TO HELP US!

I NEVER RUN FROM A FIGHT! WHAT'S  
THE PROBLEM? BADNIKS AGAIN?  
ANOTHER DEATH EGG MAYBE? I'LL  
HELP!

WELL, NOT EXACTLY.

HAMPH! THEY ONLY WANTED ME  
TO DIG SOME EXTRA SPACE FOR  
THEIR SECRET BASE!

SO MUCH FOR MY  
DAY OFF!

LATER

THERE! THAT SHOULD GIVE YOU ENOUGH SPACE TO DESIGN LIVING QUARTERS FOR ALL OF YOU!

THANKS, KNUCKLES! YOU'RE WELCOME TO DIN US IN OURS!

YES! WE NEED TO STRENGTHEN OUR TEAM NOW THAT SONIC'S AWAY IN THE SPECIAL ZONE!

THANKS BUT I'M JUST PASSING THROUGH! I'M HEADING BACK HOME TO THE FLOATING ISLAND!

IF I HANG AROUND MUCH LONGER, YOU'D HAVE ME FITTING CARPETS!

BOUNDED CRACKING A JOKE?

HE MUST BE IN A FESTIVE MOOD.

LATER, SHORTFUSE AND TAILS CHECK OUT ONE OF THE FRESHLY DUG AREAS.

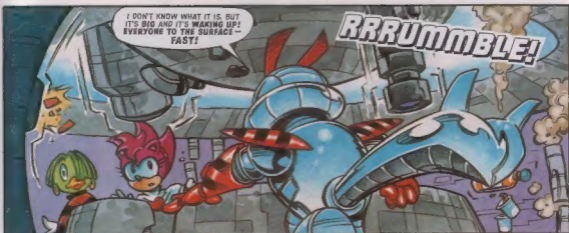
KNUCKLES DID A GOOD JOB! ONCE WE INSTALL FURNITURE WE CAN

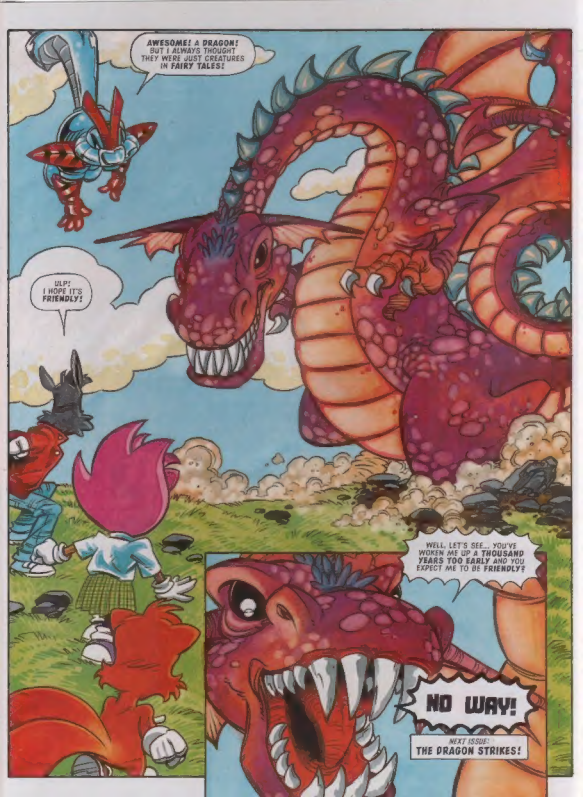
UHP! CA CAN YOU HEAR S-SOMETHING BREATHING?

MY SENSORS DETECT IT'S COMING FROM THIS DIRECTION. TAILS! THERE'S SOMETHING DOWN HERE. SOMETHING ALIVE!

BOORRRROO

IS T





AWESOME! A DRAGON!  
BUT I ALWAYS THOUGHT  
THEY WERE JUST CREATURES  
IN FAIRY TALES!

ULP!  
I HOPE IT'S  
FRIENDLY!

WELL, LET'S SEE... YOU'VE  
WOKEN ME UP A THOUSAND  
YEARS TOO EARLY AND YOU  
EXPECT ME TO BE FRIENDLY?

**NO WAY!**

NEXT ISSUE:  
**THE DRAGON STRIKES!**



# SPEED LINES

EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 20/21 TAUSTOCK PLACE, LONDON WC1H 9SU.

OR USE THE E-MAIL SERVICE LIST BELOW FOR DETAILS.

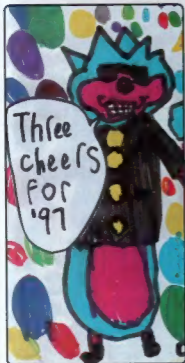
## NO CLASS!

Dear STC,

Why do teachers always confiscate the best comics?  
An STC-less Carlos Ferlance &  
Caleb Klaces, Moseley,  
Birmingham.  
Sonic & Knuckles Hog Tag Winners.



Give your teacher a  
break, boys. She/he  
probably just wanted a  
good read!



Dale Phillipa Johnson, Ingleby Barwick, Stockton.  
Sonic & Knuckles Hog Tag Winner.

## DATA STROP!

Dear STC,

In my opinion the Data Strip  
at the back of the comic is a waste  
of space and a stupid idea, which is  
a shame because everything else is  
just great!

Stefan Evans,  
Dublin, Rep. of Ireland.  
Sonic & Knuckles Hog Tag Winner.



OK Stefan, you'll be  
relieved to learn that  
the Data Strip is no  
more after this issue -  
however, a big thank-you to everyone  
who sent them in in the past!

EVERYTHING PRINTED IN  
SPEEDLINES WINS A  
SENSATIONAL  
SEGA MEGA HOG TAG!



Send your e-mail  
messages to:

[stc@egmont.co.uk](mailto:stc@egmont.co.uk)

Be sure to include your snail mail (postal)  
address if you want to win a prize!



Frank Hall  
lets his hair  
down for  
Hogmanoy

Martin Wright, Heaton Norris, Stockport.  
Sonic & Knuckles Hog Tag Winner.

## KRISTIAN ORDERS!

Dear STC,

This is a message for Sonic  
which he should take special care to  
follow: I demand that you kill every-  
body in the city, because if you  
don't, I will turn you into hedgehog  
soup! Got it!  
Kristian Stevenson-Edmunds,  
Carmunnoch, Scotland.  
Sega Mega Hog Tag Winner.



Worth a try, Kristian,  
but something tells me  
you'd be the one who'd  
end up in the soup!

# NEXT ISSUE

## COVER GIFT!



## SPINNER SPREE!

**SONIC'S**  
BIG FIGHT!

**NEW  
STORIES**

**AMY & TECHNO**  
GO UNDERGROUND!

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ENTER THE DRAGON!

STC 95 ON SALE WED, 8 JANUARY '97

£1.25

# DATA STRIP

I'VE BEEN READING  
STC SINCE ...

ISSUE  AGE

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 94

%



Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.